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IN THE SPECIFICATION:

Please amend the following paragraphs as indicated:

[0002] However, many artists and designers fault the lack of tactile feedback or haptic response in input devices for interacting with computer systems. For example, when drawing on various types of paper, an artist can feel the texture of the surface through the pen or brush they are using. They can feel the stiffness of a ~~brushes~~ brush's bristles and also have a tactile feel for how much paint the brush holds. In contrast, a computer based graphics design system using a mouse or a tablet and a stylus traditionally provide no tactile or haptic feedback to the user.

[0016] While the configuration illustrated in Figure 1 does allow for a free range of motion by the stylus (130) when inputting information and movement commands onto the tablet (110) or other input device having a contact sensing surface (120), there has traditionally been no haptic response provided to the user. Traditionally the stylus (130) has been a selectively formed from piece of solid plastic or other material, structurally unable to provide any degree of haptic response.